# *Media Magic!*
The
Melody Studio

The Melody Studio

Introduction

Music is meant to be heard. Children experience the thrill of making music when they hear the melodies they have written played back to them. **The Melody Studio** gives your students the opportunity to learn the rudiments of music theory and composition--not by reading about it or being lectured, but by doing it. With **The Melody Studio,** children create their own songs in one or two parts, and can hear them played back instantly.

As students write their own melodies, they can hear each note as it is placed on the staff. They can choose to hear their compositions--the entire song, or any part of it. This feature allows them to hear the effect any one note or a combination of notes has on their melodies, as the melody is being written.

The immediate feedback is a great motivator. Your students will want to try again and again to create new melodies or to re-create songs--familiar tunes from nursery rhymes, songs on the radio, or even their favorite TV themes.
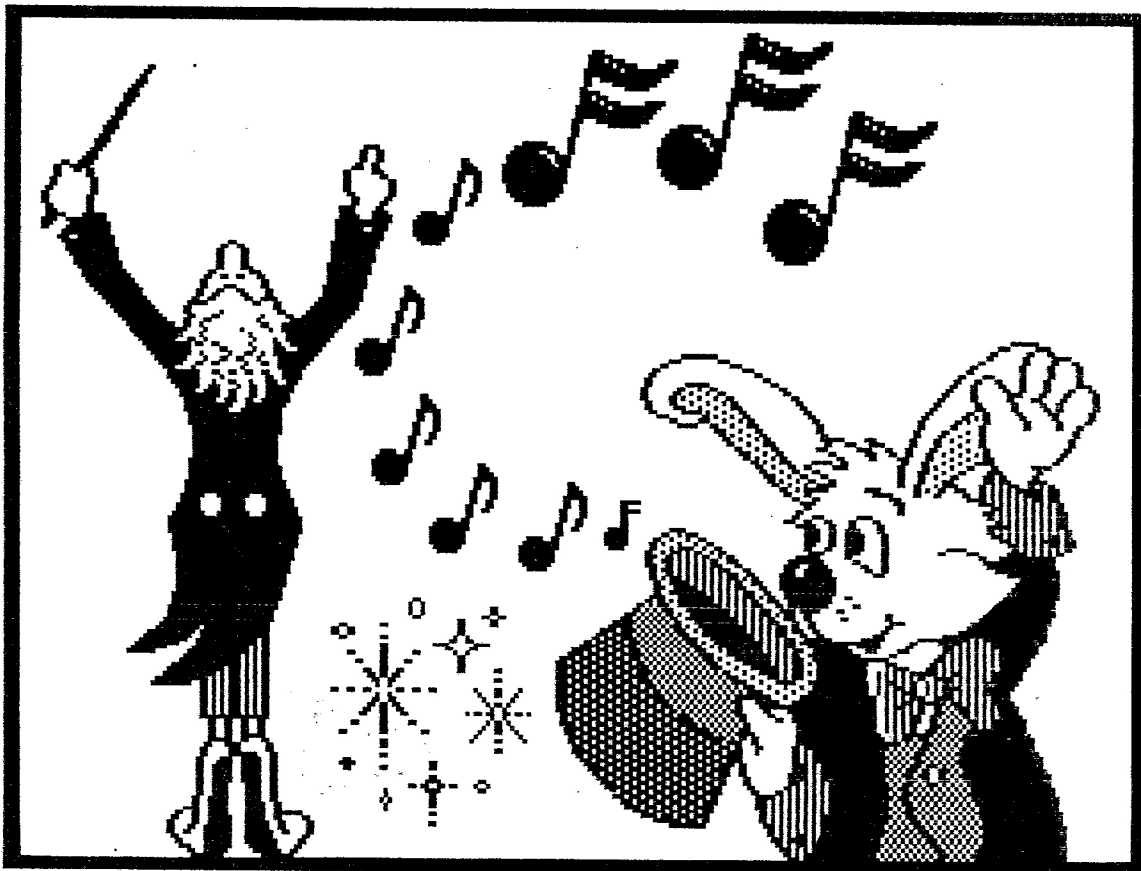
The Melody Studio is a basic music program for writing your own music or sound effects! When you select **The Melody Studio** from the Main Menu a blank untitled "music sheet" screen appears. The screen includes a treble and bass cleft, along with all the musical components needed to write a simple song.

The Melody Studio screen has three sections: the **Work Area**, the **Menu Bar** and the **Tool Palette**.
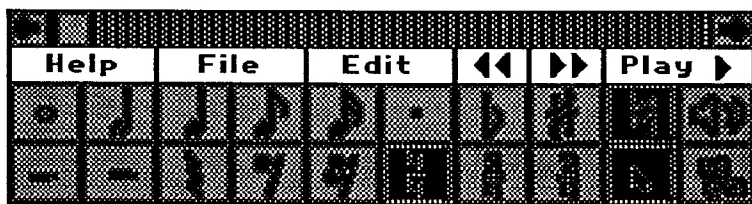
Interface Design
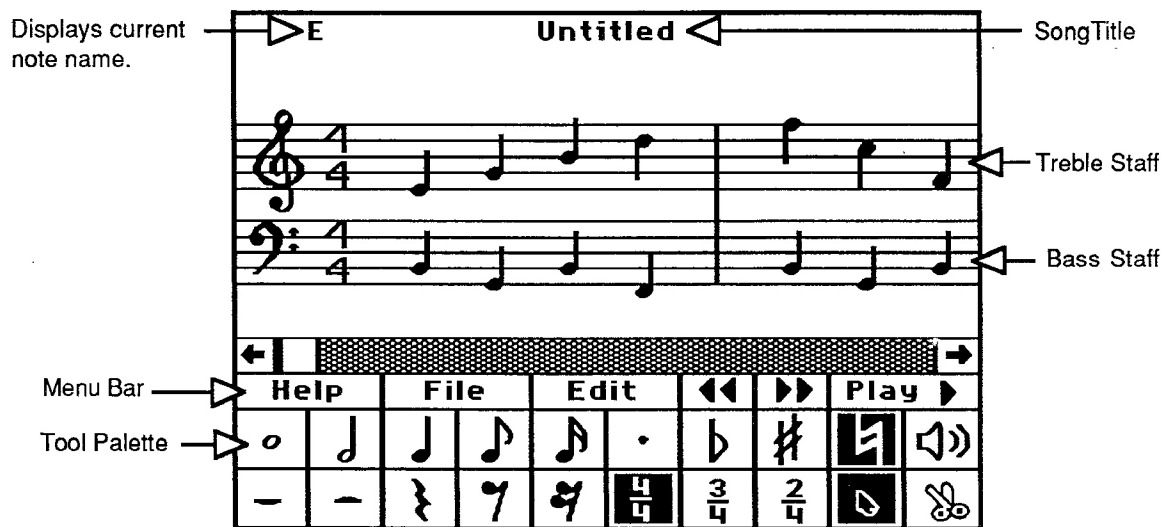
Use the Mouse or arrow keys to move the cursor around the screen. For keyboard users, the TAB key will toggle the cursor between the note area and the tool palette, and RETURN will act as the Mouse button.
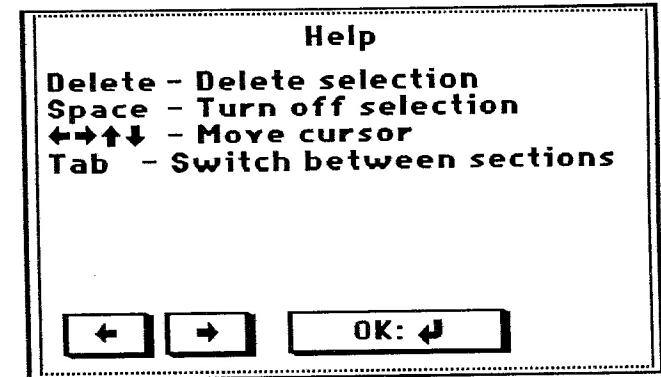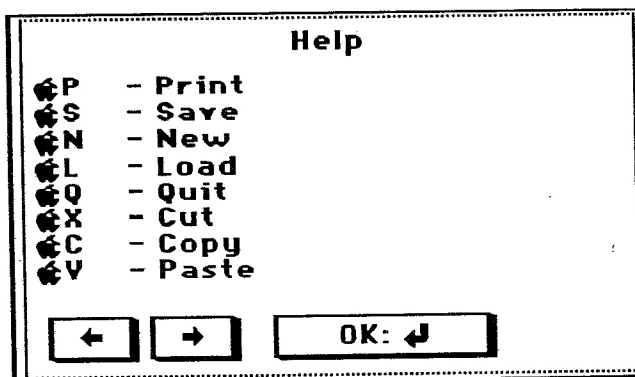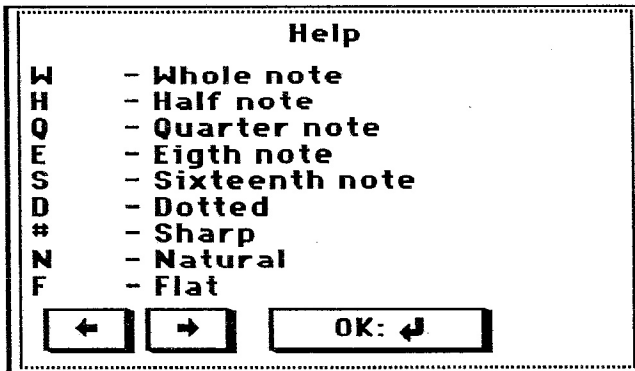
Menu Bar

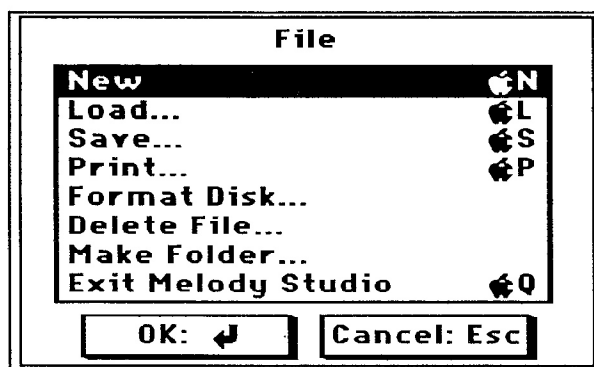The **Menu Bar** displays 6 options: **Help, File, Edit, <<, >>,** and **Play.**

Help

Click on **Help**(⌘?) and a **Help** screen appears. There are four different help screens showing the tool's and menu bar's corresponding key commands. Use the left and right arrow keys to scroll through the help screens and click on OK when finished.

```
            Help
W       - Whole note
H       - Half note
Q       - Quarter note
E       - Eigth note
S       - Sixteenth note
D       - Dotted
#       - Sharp
N       - Natural
F       - Flat
   [ ← ] [ → ]  [ OK: ↵ ]
```

```
            Help
P       - Play
,       - Rewind
.       - Fast Forward
⌘←      - Scroll Left
⌘→      - Scroll Right
⌘?      - Help
⌘F      - File Menu
⌘E      - Edit Menu
   [ ← ] [ → ]  [ OK: ↵ ]
```

```
            Help
⌘P      - Print
⌘S      - Save
⌘N      - New
⌘L      - Load
⌘Q      - Quit
⌘X      - Cut
⌘C      - Copy
⌘V      - Paste
   [ ← ] [ → ]  [ OK: ↵ ]
```

```
            Help
Delete - Delete selection
Space  - Turn off selection
←→↑↓   - Move cursor
Tab    - Switch between sections



   [ ← ] [ → ]  [ OK: ↵ ]
```

File

Click on **File** (⌘F) and the **File** dialog box appears. You can create a new file, load a file, save a file, print out your song, format a work disk, delete a file, make a folder or exit.

```
┌─────────────────────────────────┐
│            File                 │
│ ┌─────────────────────────────┐ │
│ │New                       ⌘N │ │
│ │Load...                   ⌘L │ │
│ │Save...                   ⌘S │ │
│ │Print...                  ⌘P │ │
│ │Format Disk...               │ │
│ │Delete File...               │ │
│ │Make Folder...               │ │
│ │Exit Melody Studio        ⌘Q │ │
│ └─────────────────────────────┘ │
│  ┌──────────┐  ┌──────────────┐ │
│  │  OK:  ↵  │  │ Cancel: Esc  │ │
│  └──────────┘  └──────────────┘ │
└─────────────────────────────────┘
```

Load...

Select **Load** to load in one of the songs included with the program or to access one of your saved songs. Open the **Sounds** folder on the program disk. The **Load Song** dialog box appears with a list of songs. 24 songs are included with the program. Select a song. The song appears on the "music sheet" with it's title on the top of the page. Select **Play** to hear the song.
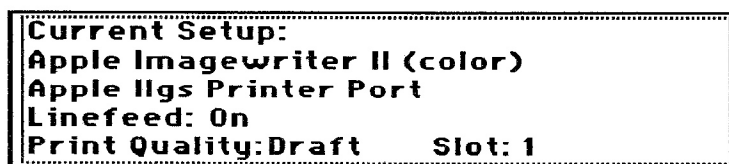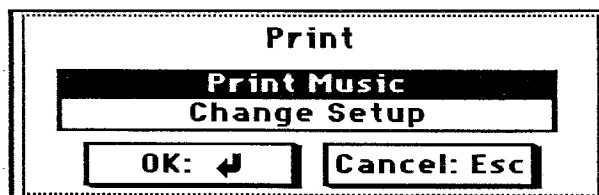
Save...

Select **Save** to save a song into your **Sounds** folder on your show disk. Type in a name for your song and press RETURN.

Print...

Select **Print** and the **Print** dialog box appears with two choices: **Print Music** or **Change Setup.** A **Current Setup** box displaying the current setup is on the bottom of the screen.

```
┌─────────────────────────────────────┐
│              Print                   │
│         Print Music                  │
│         Change Setup                 │
│    ┌──────────┐  ┌──────────────┐    │
│    │  OK:  ↵  │  │ Cancel: Esc  │    │
│    └──────────┘  └──────────────┘    │
└─────────────────────────────────────┘
```

```
┌───────────────────────────────────────┐
│ Current Setup:                         │
│ Apple Imagewriter II (color)           │
│ Apple IIgs Printer Port                │
│ Linefeed: On                           │
│ Print Quality:Draft      Slot: 1       │
└───────────────────────────────────────┘
```

Select **Print Music.** A prompt telling you to be sure that your printer setup is correct will appear.
Note: *If your printer setup is incorrect the program will freeze and you will have to reboot the program disk.*
Press RETURN to start printing or ESC to cancel.
Select **Change Setup** if the displayed setup is incorrect. Now you can change the printer, interface, linefeed, print quality and slot number to suit your needs.

Format Disk

Select **Format Disk.** A **Format** dialog box appears. Insert the disk to be formatted into a drive and highlight the correct slot and drive. Type in a name for your work disk.
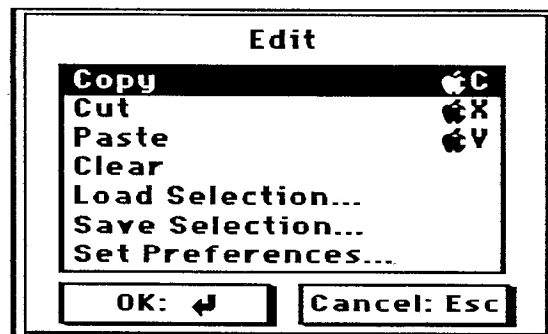
Delete File

Select **Delete File.** A list of files from your work/show disk appears. Highlight the file that you wish to delete and press RETURN. A prompt appears, "Delete file named _____." Click on OK to delete it or ESC to cancel.

Make Folder

Select **Make Folder** and the **Make a Folder** dialog box appears. Type in a name for your folder and press RETURN.

Edit

Select **Edit.** The **Edit** dialog box appears with six options: **Copy, Cut, Paste, Clear, Load Selection,** and **Save Selection.**

```
┌─────────────────────────────────┐
│             Edit                │
│ ┌─────────────────────────────┐ │
│ │Copy                      C│ │
│ │Cut                       X│ │
│ │Paste                     V│ │
│ │Clear                        │ │
│ │Load Selection...            │ │
│ │Save Selection...            │ │
│ │Set Preferences...           │ │
│ └─────────────────────────────┘ │
│ ┌──────────┐  ┌──────────────┐  │
│ │  OK: ↵   │  │ Cancel: Esc  │  │
│ └──────────┘  └──────────────┘  │
└─────────────────────────────────┘
```

Copy

Click on the ARROW tool and highlight the section of the song that you wish to copy. Select **Copy** or press C. A copied section can be pasted as many times as you wish with the Paste command.

Cut

Click on the ARROW tool and highlight the section of the song that you wish to cut. Select **Cut** or press **X**.

Paste

After you have cut or copied a section of a song, you can paste it into the same song or a new song. Use the ARROW tool to highlight the note that you want to insert the section BEFORE, or highlight the area that you want to paste into and select **Paste** or press **V** .

Clear

Click on the ARROW tool and highlight the section of the song that you wish to clear. Select **Clear** or press **Delete**.

Load Selection/Save Selection

Click on the ARROW tool and highlight the section of the song that you wish to save. Select **Save Selection**. The **Save Song** dialog box appears. Type in a name for the selection. (Make sure you are saving it into your **Sounds** folder.)
Select **Load Selection** and the **Load Song** dialog box appears listing the songs(and selections) in your **Sounds** folder. Highlight the selection and press RETURN. Use the ARROW tool to highlight an area that you want to paste into and select **Paste.**
Note: *Sometimes certain options will appear shaded. For example, the load or save selection can't be used unless a portion of the song has been highlighted with the ARROW tool. Once the range has been highlighted, the shaded menu item will turn black and become available for use.*

<<

Click on the << icon to rewind to the beginning of the song, or press the "," key.

>>

Click on the the >> icon to fast forward to the end of the song or press the "." key.

Play

Select **Play** to hear the song or selected area.

Tool Palette

The **Note Section** includes notes and rests. Use the arrow keys or Mouse to select a note or rest. The note values offered are: whole, half, quarter, eighth and sixteenth notes. The rest values are: whole, half, quarter, eighth and sixteenth rests. To place a note on the staff, move the note to the desired position (with the Mouse or arrow keys) and press RETURN or click on the Mouse button. To place a note in a song, move the note cursor on top of the note that you want the new note to appear BEFORE and click on the Mouse button.
This will insert the note BEFORE the note that the cursor is over. To replace a note, select a note and move the note cursor over the note you wish to replace, hold down the key and click on the Mouse button. To scroll through the song, click on the scroll arrows or press < or >.
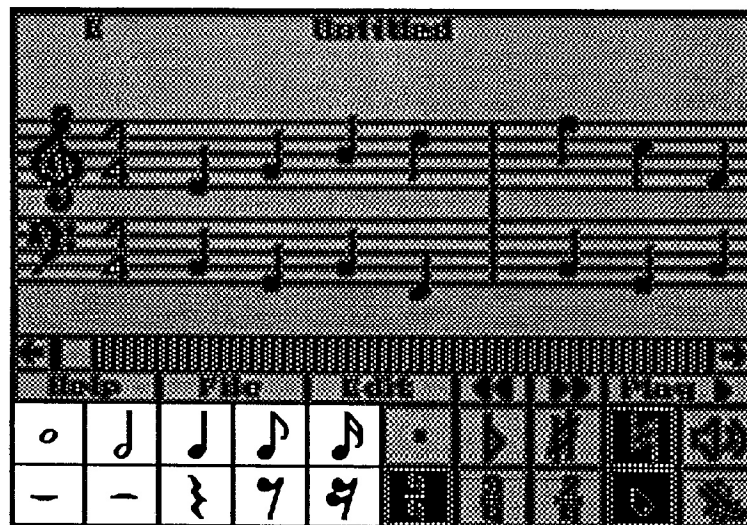
Sharp/Flat/Dotted

If you want to add a dotted note, a note with a sharp or flat, or a natural, click on the desired icon and choose a note value. When you stamp the note on the staff it will include the selected icon. To continue composing, press the Natural icon. A Natural sign cancels the effect of a flat or a sharp.
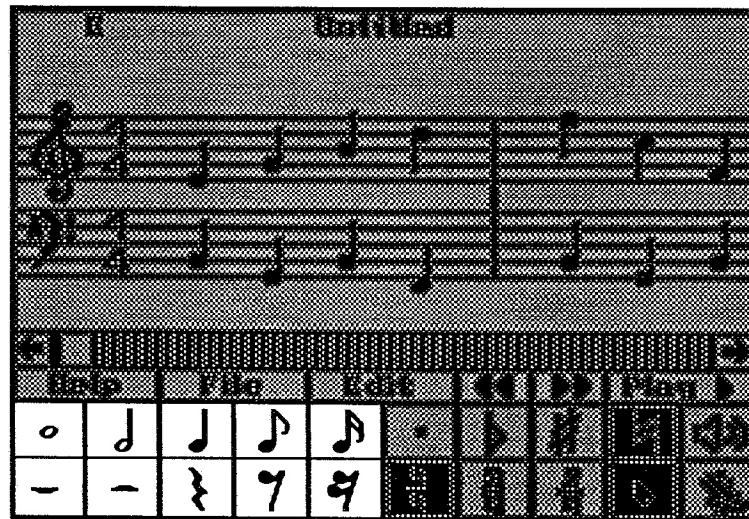

Time Signature

Clicking on a time signature will set how many beats per measure the song will contain. Any song currently in memory will be recalculated to the new time signature.
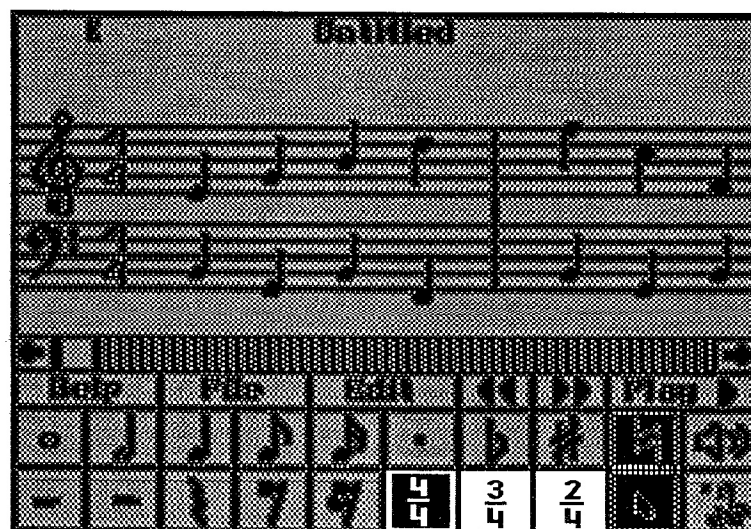
Selection, Note Cut, Preferences

The **ARROW** tool allows you to highlight a range of notes so that you can cut, copy, delete or save the highlighted selection into a file. Select the **ARROW** icon and click on the note that you wish to start the range on, and with the Mouse button held down, drag the **ARROW** tool to highlight the rest of the range. Once you have highlighted a range, you can **Copy** or **Cut** the notes to memory or save the range of notes with the **Save Selection** option in the Edit menu. The **Scissors** tool "cuts out" or deletes individual notes from the staff.
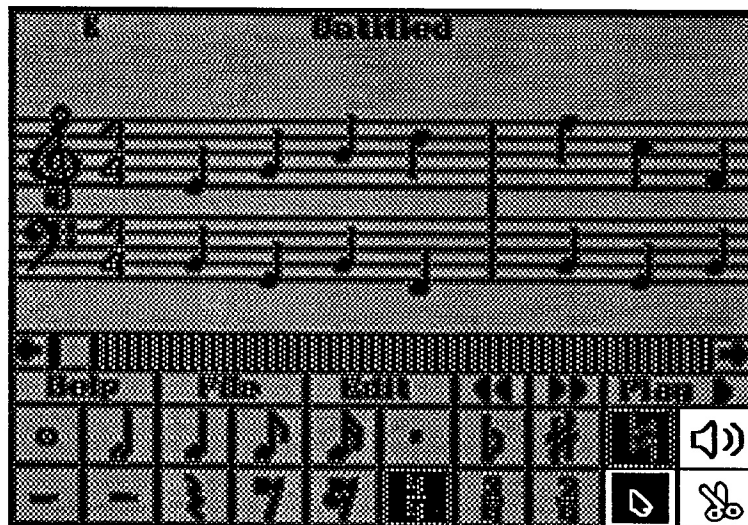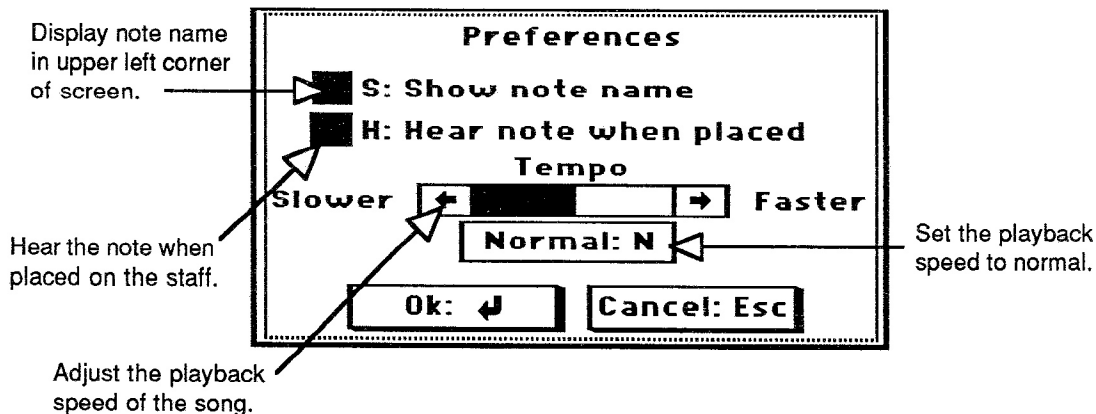

Selection is active.

Selected range of notes is inverted.
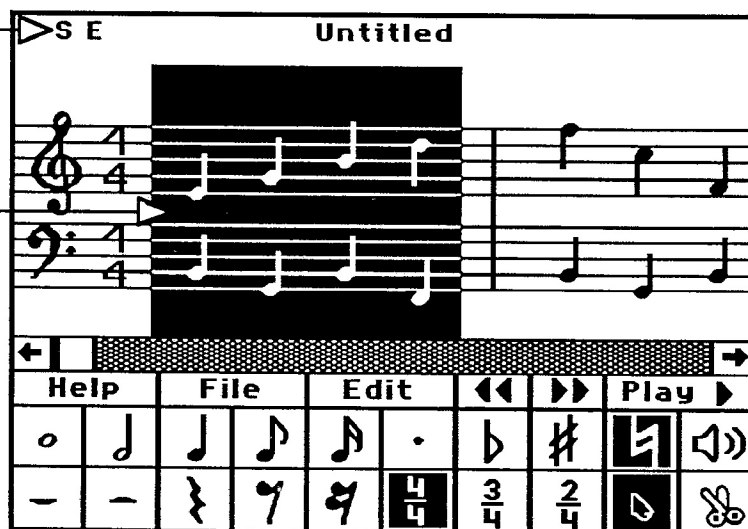
Select **Set Preferences.** (◁))) A **Preferences** dialog box appears with three options: **Show note name, Hear note when placed** and **Tempo.** You can decide whether or not you want the *note displayed* in the upper left hand corner of the screen as you place it on the staff, and if you want to *hear the note* when it is placed on the staff. You can adjust the tempo (the playback speed of the song) by clicking on the left or right arrows. Click on **Normal** to set the tempo to the default playback speed.

Display note name
in upper left corner
of screen.

Hear the note when
placed on the staff.

Adjust the playback
speed of the song.

Preferences

S: Show note name

H: Hear note when placed

Tempo

Slower [←] [→] Faster

Normal: N

Ok: ↵ **Cancel: Esc**

Set the playback
speed to normal.

Creative Guide

Naming Notes and Note Values

Stamp a variety of notes on the treble clef and the bass clef and save them as separate files. Print them out as worksheets (and make copies) for the students to learn how to name notes.
Stamp a variety of note values on the treble clef. Print them out and have the students not only identify the note's value, but offer alternative note values for each measure.

Auditory Discrimination

One of the most important skills to acquire in the primary grades is that of auditory discrimination. Using a T.V. screen or an LCD monitor show a simple melody on the staff (you can choose one of The Melody Studio's songs or write your own). Using their hands, have the children show whether the note is high or low. As their skills progress, they can virtually conduct the melody line with their hands.

Harmony

Once your students become familiar with music basics by writing melodies, they can attempt to harmonize their tunes, placing notes on both staves. Without realizing it, they'll be learning harmony and counterpoint as they see and hear which notes "sound good" together (and which ones don't!).

The "Whole Music" Approach

Another way for students to approach musical composition is to use material that already exists. Students will have lots of fun being creative; cutting and pasting parts of songs they have written and combining them with parts of other songs they have written or with their favorite songs, to create new compositions. Why not copy a portion of Turkey in the Straw and see how it sounds pasted into the Hallelujah Chorus? After all, famous composers like Bach, Handel, Haydn and Brahms all "borrowed" from each other and other composers.

What better way to motivate musical exploration?! After some experimentation, they'll have a feel for the kinds of tunes that fit well together. You can use this activity as a springboard for a discussion of what makes a good composition. You're likely to get as many different opinions as there are young composers in your classroom. Best of all, their opinions will have been formed from taking part in and observing the creative process.

Music in a Minute

The cut, copy and paste options help speed up the composition process. Many melodies take the form A-A-B-A, where A is the first melodic statement, and B is a second, contrasting statement (an example of this kind of tune would be Old MacDonald). Once the student has placed the A section of a tune on the staff, it's a simple matter to use the copy and paste functions to duplicate that section and paste it on the staff twice and then insert the B section to complete the tune.

Bass and Treble Clef

Write a tune on the treble clef and have your students attempt to duplicate the tune an octave lower on the bass clef. You can do this on paper for the whole class (by printing out your tune and making copies) or with one or a small group of students at the computer. You can also reverse the situation and supply the tune on the bass clef, having your students translate the tune to the treble clef.

Missing Measures

Write a familiar tune and save it on a work disk. Print it out for your students, omitting an occasional measure or two. Then print out a bunch of possible "missing measures" from which the students can attempt to select the correct measures to fill the gaps and copy them onto to their printouts.

Hear Me! Hear Me!

For ear training practice, pair up students at the computer. Have one student place a pitch on one staff or the other with the sound "on". After the other student hears the first pitch, the first student plays a series of pitches, one at a time, and the second student tries to determine the letter names of the pitches that follow. The student placing the pitches should use whole notes, so the listening student has a better chance of guessing the pitch. More advanced students can use shorter note values to make the game more challenging.

Matching Clefs

For advanced students, record several tunes with bass clef accompaniments. Print out the treble and bass parts separately, and have the students match the bass parts to the correct treble line.

Name That Tune

Use **The Melody Studio** to play Name That Tune. First, have each individual in the class pick a favorite song. Then have them find the musical score for their song, so that they can copy it onto the staff. Choose an announcer. The announcer will enter his/her song into the program and save it. Divide the class into two teams. The two teams will try to guess the song, note by note. The teams start by "bidding" on how many notes they'll need to hear to correctly identify the song. The fewer the notes, the higher the score. If a team bets that it can name a song in 2 notes and doesn't do it, there should be a penalty. Have the class decide on their own rules. The announcer then starts playing his/her song, highlighting just the number of notes bid on. Have fun naming that tune!

Class Song

Write a class song. Start with a measure or two on the staff. Have students work together adding a note or measure at a time to complete the tune. They might want to combine some measures from popular songs as well. Add lyrics and you've got your own Alma Mater.

For Your Information

Range of Notes Available

You can select any pitch from C, two leger lines below the bass staff, to E three leger lines above the treble staff. When you place a note above the treble or below the bass staff, the note will appear with the appropriate leger lines.
You may not place a bass clef note that is higher than B at the top of the bass staff, notes above B will automatically be placed on the treble staff. Any note below middle C (the leger line between the two staves) will automatically be placed on the bass staff.

Bar Lines

Bar lines are inserted automatically as you place notes in your tune. Once you select a time signature, the program calculates the number of beats in the measure and places a bar line as you reach the proper number of beats.
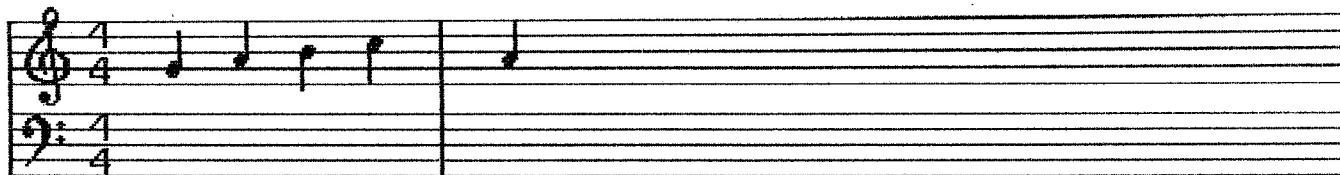

Ties

As you place notes on the staff, you may occasionally see a tie appear connecting two notes. This will happen when you place a note that creates a measure with too many beats. The program divides the last note in the measure into two separate notes whose value add up to the value of the note that you placed.
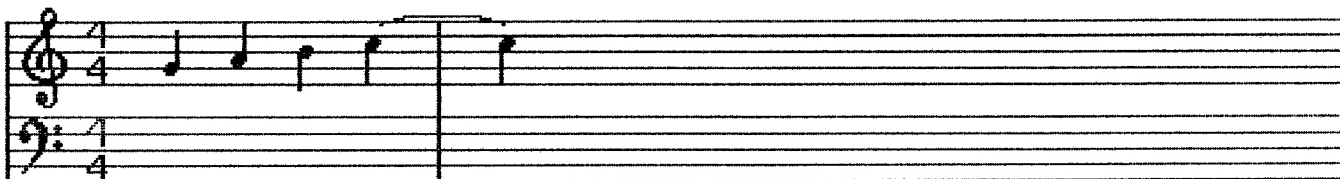
Hints

Notes

Notes of the same pitch (four quarter note A's, for example) placed consecutively will tend to sound like one long note. To achieve the effect of separate notes, write your notes as combinations of notes and rests that add up to the value of each separate note.
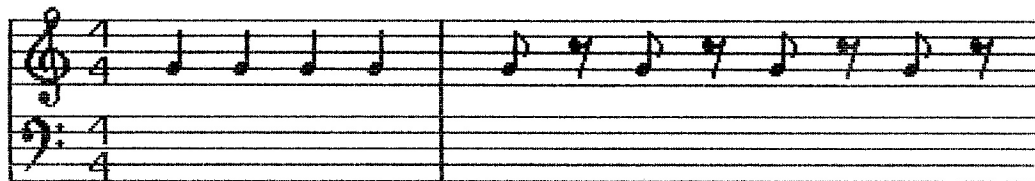
Feeling Sluggish?

You'll notice that the program reacts more slowly to your commands as your song becomes longer. The more information you put into a file, the more slowly the program will work. To avoid this problem, try to keep your melodies under 20 measures. You may also notice some sluggishness in shorter tunes that have a lot of information (16th notes, rests, etc.) in each measure.

Treble Staff/Bass Staff Alignment

Any element you stamp on a staff--a note, rest or a section of music--will always appear on the staff immediately following the last element on that staff. **The program will not permit you to leave empty spaces on the staff.** Keeping this in mind, here's one trap to avoid:
When you copy and paste a section of a two-part melody (one that uses both bass and treble staves), make sure that the section you are pasting into contains an equal number of complete measures in the bass and treble lines. If one of the staves contains fewer measures, the corresponding staff of the section you paste will shift left to fill the unused space, and your treble and bass notes will not line up properly.
Note: *To avoid misaligned measures, you need to fill the measures either with notes or enough rests to complete the measure.*